MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2016/2017

PCG0033 – COMPUTER GRAPHICS 3
MMB2014 – DIGITAL MEDIA 1

(All sections / Groups)

21 OCTOBER 2016
3.00 p.m. - 5.00 p.m.
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 5 pages with 5 Questions only.

2. Answer **FOUR** out of **FIVE** questions. All questions carry equal marks and the distribution of the marks for each question is given.

3. Please print all your answers in the Answer Booklet provided .

Answer All Questions

Question 1 **(10 marks)**

1a How does Time-Lapse works? (2 marks)

1b List down 4 differences between stop-motion and time-lapse (8 marks)

Question 2 **(10 marks)**

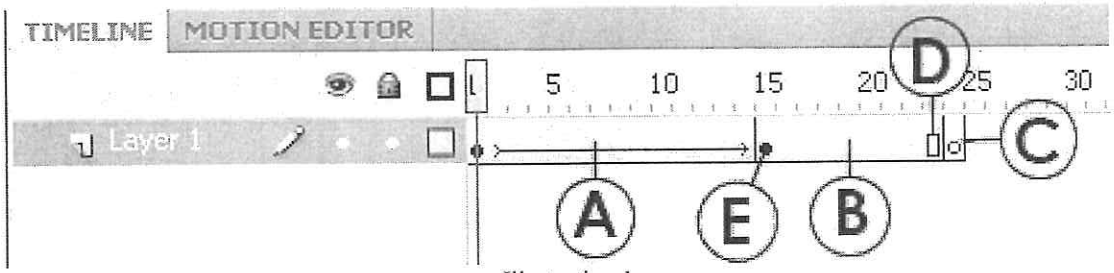

Illustration 1

Illustration 1 is captured from the interface screen of Adobe Flash, understanding of the timeline feature and how it work.

2a Referring to the Illustration, please **name the frame according to the label A, B, C, D and E** for Adobe Flash Timeline. (5 marks)

2b What is the main function of kinetic typography? (5 marks)

Continued .....

Question 3

(10 marks)

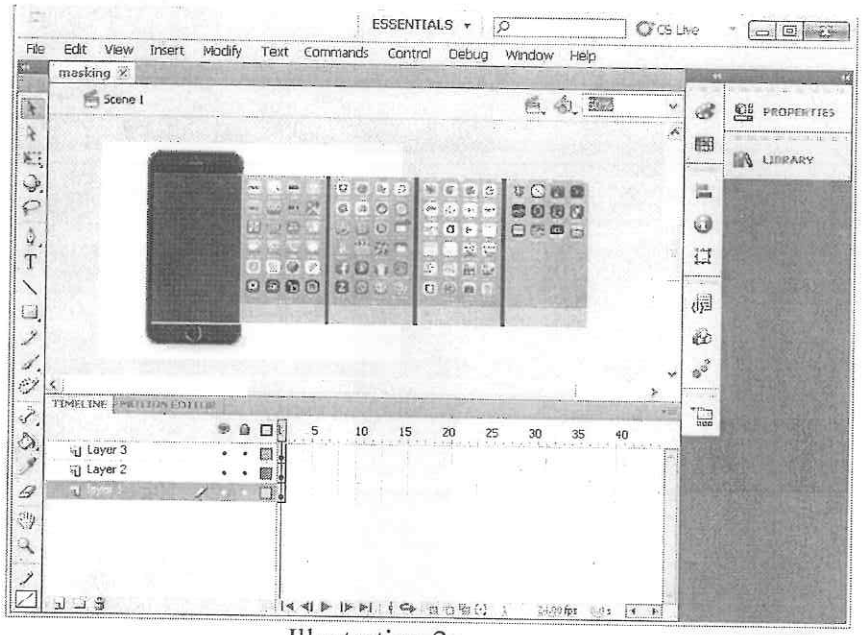

Illustration 2a

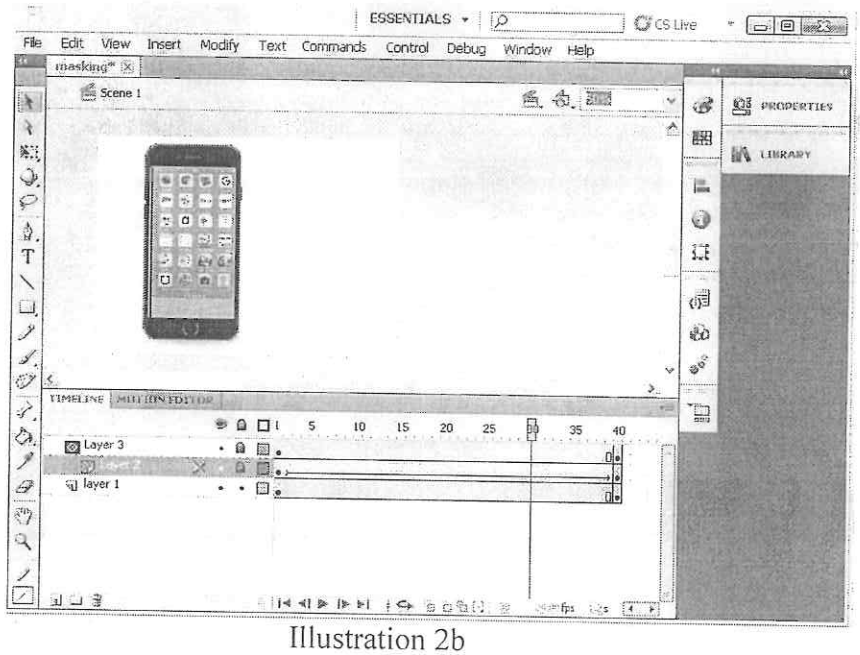

Illustration 2b

Illustration 2a and 2b is captured from the interface screen of Adobe Flash, understanding of the window tools and features.

Continued .....

3a Referring to the Illustration, please **explain the steps in creating masking in Adobe Flash.** (5 marks)

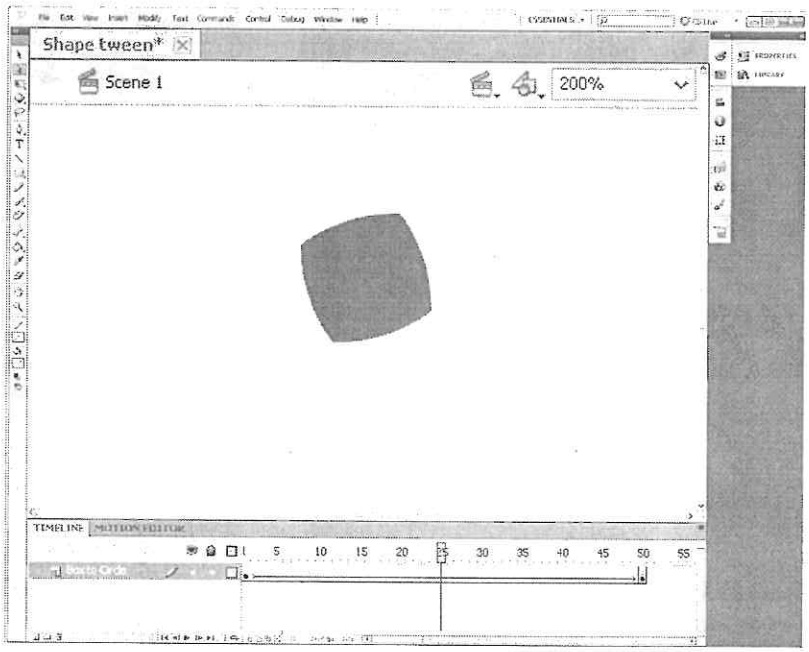

Illustration 3.0

3b Referring to the Illustration, please **explain the steps in creating shape tween in Adobe Flash.** (5 marks)

Continued .....

Question 4

(10 marks)

4a Name all of the standard definition video formats, including the countries and regions that are using the video format. (3 marks)

4b What is the image dimension for: (3 marks)
a) SD NTSC:
b) SD PAL:
c) HD video:

4c Adobe Premiere is one of the good software you can use to edit video. Explain the steps or process of importing images as an image sequence. (4 marks)

Question 5

(10 marks)

5a We identify a traditional artwork are its dimensions, measured as height by length by depth. With many contemporary artworks, these physical dimensions are variable. Time-based media is different from traditional artwork because it has a dimension where the traditional artwork does not have.

i. Explain what is time-based media? (1 mark)

ii. Please provide 3 examples of time-based media. (1 mark)

5b Explain what is motion graphic design? (1 mark)

5c Explain the difference between motion graphic design and animation. (2 marks)

5d Explain the difference of text in print and text in motion graphic design. (2 marks)

5e Transitions are often used in motion design to switch between scenes, which include "dissolve to black/white", "cut-transition" and "cross-transition". Explain what you understand about these 3 types transition. (3 marks)

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